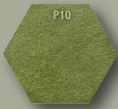


# WHITE STAR RISING TEC

Terrain	Def.Bonus	Movement Cost	Concealment	Example
<b>Clear</b>	None	1	No	
<b>Hill<sup>1</sup></b>	+1d6 if attacked from ground level	+1 if entered from ground level	No	
<b>Woods</b>	+1d6	1 for ST, 2 for HT	Yes	
<b>Wooded Hill<sup>1</sup></b>	+1d6, +2d6 if attacked from ground level	1 for ST, 2 for HT, +1 if entered from ground level	Yes	
<b>City</b>	+2d6 for ST, 1 for HT	1 for ST, 2 for HT	Yes	
<b>Road</b>	Per other terrain in the hex	1 When entered from another road hex. Cancels movement cost of other terrain in the hex	No	
<b>Cultivated</b>	+1d6 for ST	1 for ST, 2 for HT	Yes for ST only	
<b>Rough</b>	+1d6	1 for ST, 2 for HT	Yes	
<b>Beach</b>	None	1 for ST, 2 for HT	No	
<b>Lake / River</b>	None	Impassible	No	
<b>Bridge</b>	None	1	No	

**Blocking Terrain:** Hill, Woods, Wooded Hill, City, Town, Crest Line (6.1.1/6.1.2)

**Degrading Terrain:** Wreck, Rough

**Note:** Any LOS traced through any combination of two or more degrading terrain hexes blocks Line of Sight. Terrain in the attacker or defender's hex never affects LOS. A single Wreck marker DOES NOT block LOS.






**1.** Hill bonus is not applicable if attacking unit is a Mortar or Artillery

**ST** = Soft Target **HT** =Hard Target





# COUNTER TEC

Terrain	Def.Bonus	Movement Cost	Concealment	Example
<b>Anti-Tank Ditch (7.4)</b>	1 for ST, None for HT	3 for ST, 4 for HT	Yes for ST only.	
<b>Wire (7.3)</b>	None	2 + cost of terrain	No	
<b>Wrecks (5.1.3)</b>	+1d6	+1 of HT	Yes	
<b>Improved Positions (7.1)</b>	Nullifies the first hit of any attack, including an Assault	-	No	
<b>Mines (7.2)</b>	None	None	No	

## 6.1 LOS Determination

Terrain in the Nations at War system is whole hex. In other words, if a hex has terrain in it, the entire hex is considered to contain that terrain.

Remember that the LOS does NOT need to touch the blocking terrain, only the hex in which the terrain is located. If the LOS passes exactly down the hexside of a blocking hex, such as a Woods or City/Town hex, the fire is not blocked.

If the LOS passes down the hexside of two blocking hexes (e.g., splitting them), the LOS is blocked.

### 6.1.1 Ground-Level LOS

If the attacker is on Ground Level, it cannot fire at an enemy unit if blocking terrain is between the attacker and the target's hex. Blocking terrain is any Woods or City/Town hex or a Crest Line to which neither the attacker nor the target is adjacent.

Level 1 Smoke and Level 2 Smoke block LOS through the hex containing the smoke. Units on a hill may not trace a LOS to a unit if it were to cross a hex containing smoke. Units on hills that are tracing a LOS to a target located on a different hill hex which crosses a smoke hex on ground level is blocked.

Any LOS traced through two degrading terrain hexes or combination of degrading terrain hexes blocks LOS. Terrain in the attacker or defender's hex never affects LOS. A single Wreck marker DOES NOT block LOS. Only one Wrecked marker is allowed in a hex.

### 6.1.2 Hill-Level LOS

If the attacker is on Hill Level, it cannot fire at an enemy unit if its LOS crosses a Crest Line unless the target is also on a Hill hex or either the attacker or the target is adjacent to the Crest Line.

Additionally, even if both the attacker and target are on a Hill, LOS is blocked if blocking terrain such as a Woods hex is between the attacker and the target's hex.

If the attacker is on Hill Level, it cannot fire at a Ground-Level enemy unit that is behind and adjacent to a hex that blocks LOS.

The target is considered behind LOS blocking terrain if the LOS from the attacker to the defender crosses a LOS blocking-terrain hex adjacent to the target before it reaches the target's hex.

If the attacker is on a Hill Level, it cannot fire at an enemy unit on Ground Level if a Hill hex is between the attacker's hex and target's hex.

